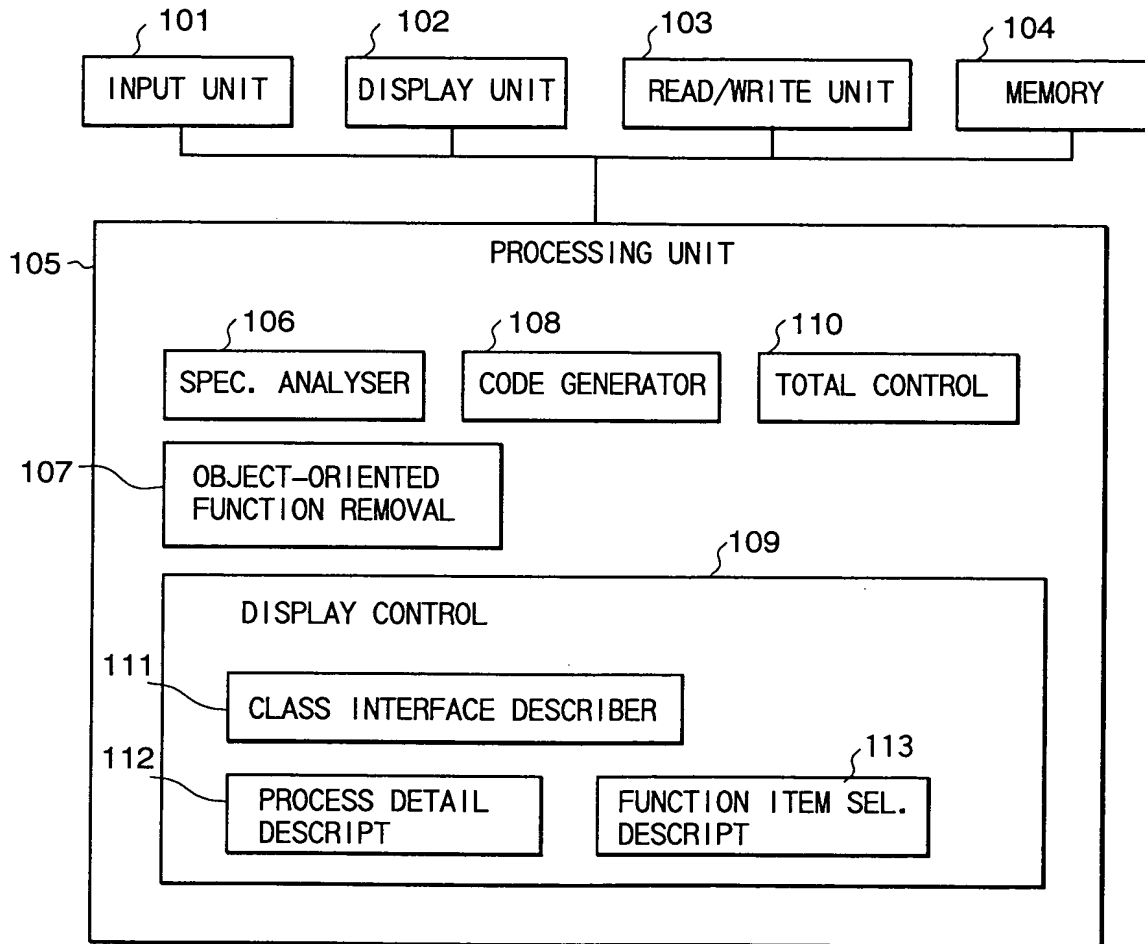


FIG. 1



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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FIG. 2

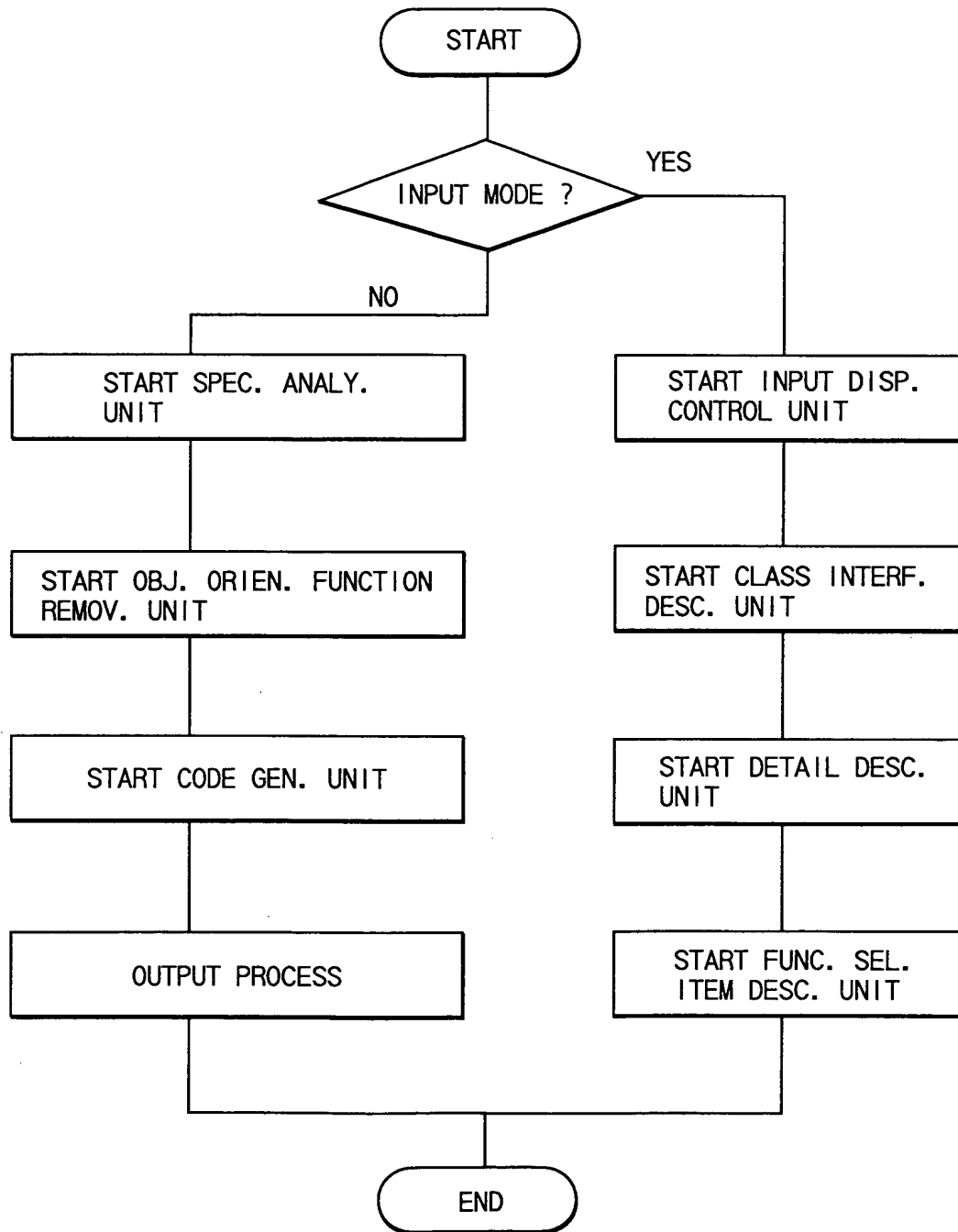
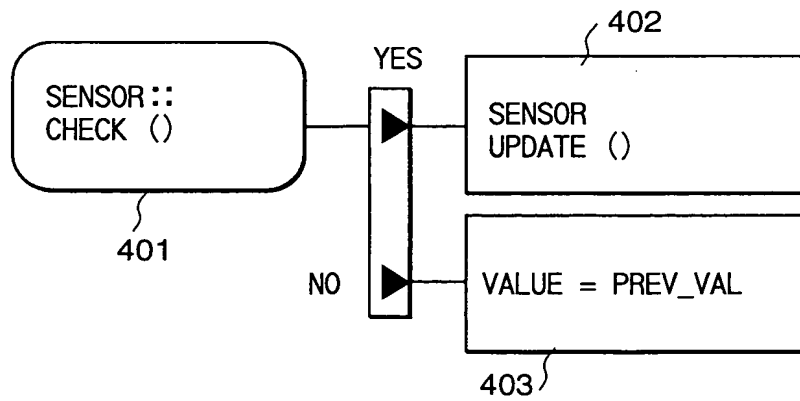


FIG. 3

SENSOR		301
A/D_VALUE	unsigned char	302
VALUE	signed short	
PREV_VALUE	signed short	
CHECK()	boolean : void	303
UPDATE ()	void : void	

FIG. 4



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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FIG. 5

FUNCTION ITEM SELECTION	
501 INPUT PATTERN	<div> <div>OBJNAME</div> <div>METHODNAME</div> <div>(ARG)</div> </div>
502 FUNC. ITEM TO USE	DYNAMIC GENER. OF INSTANCES
503 SET-UP OPTION	"TO USE" / "NOT TO USE"
504 OUTPUT CODE	<div>TO USE DYNAM. GEN. OF INSTANCE</div> <div>OBJNAME. METHOD NAME (ARG)</div> <div>NOT TO USE DYNAM. GEN. OF INSTANCE</div> <div>OBJNAME_METHNAME (ARG)</div>

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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FIG. 6

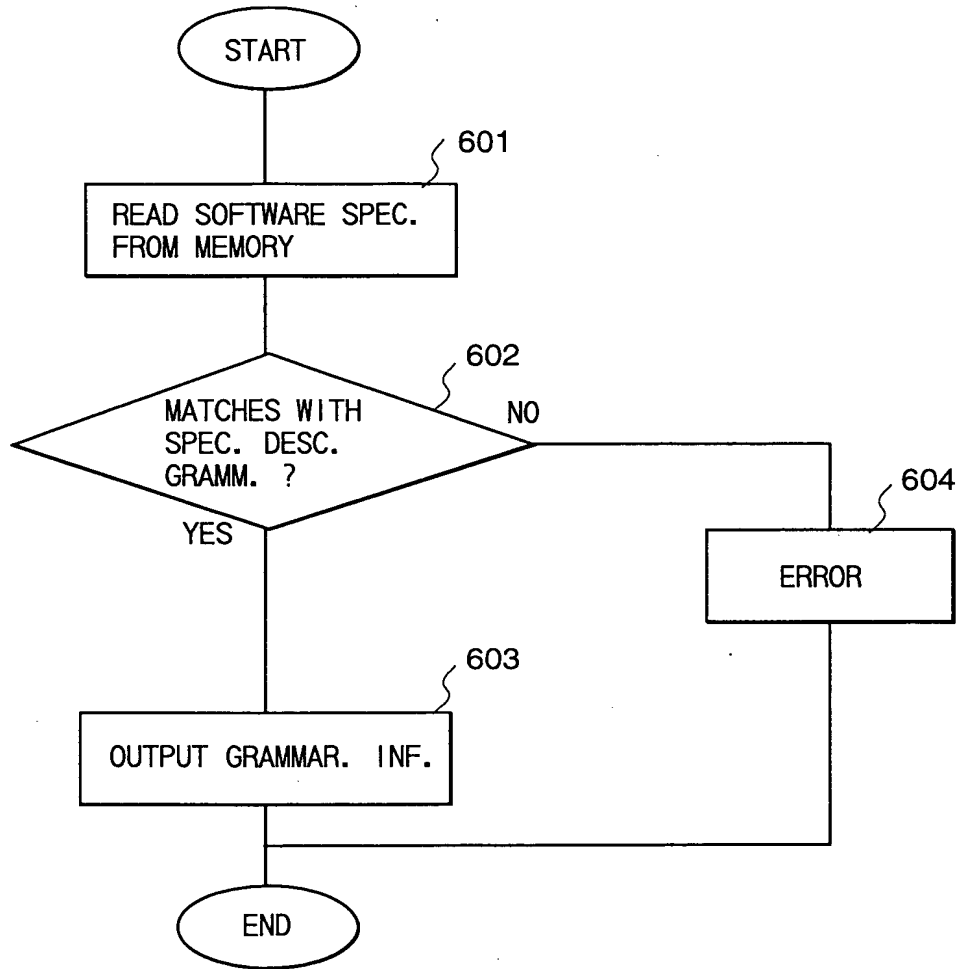
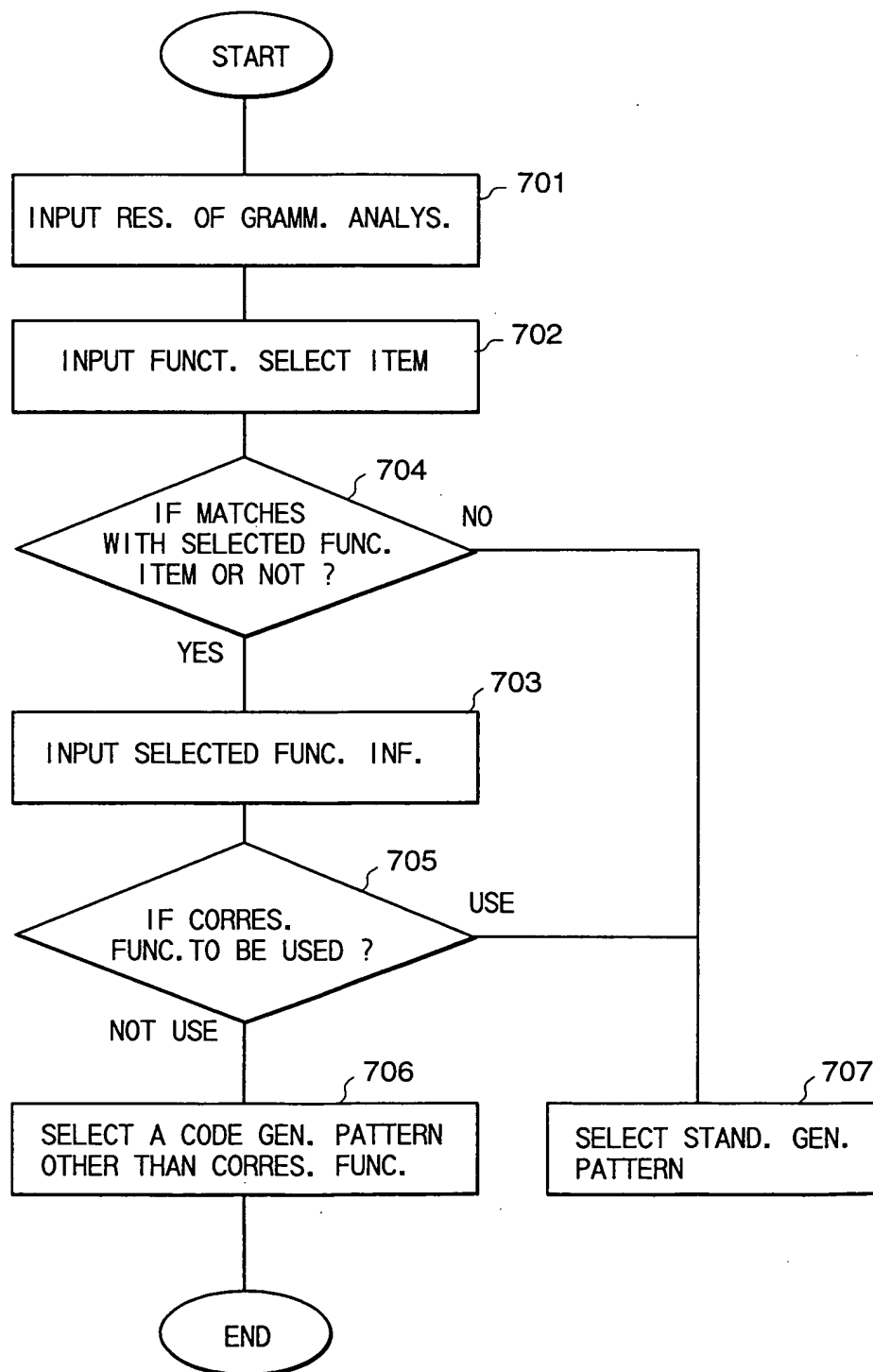


FIG. 7



APPROVED	O.G. FIG.	
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FIG. 8

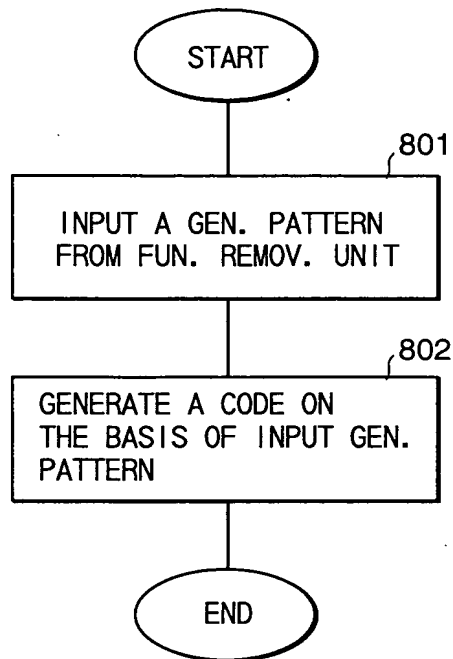
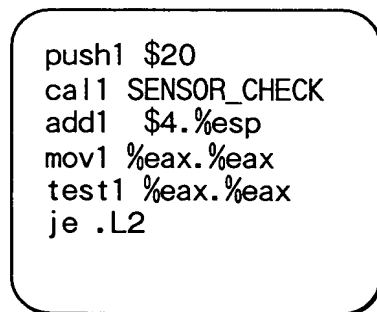
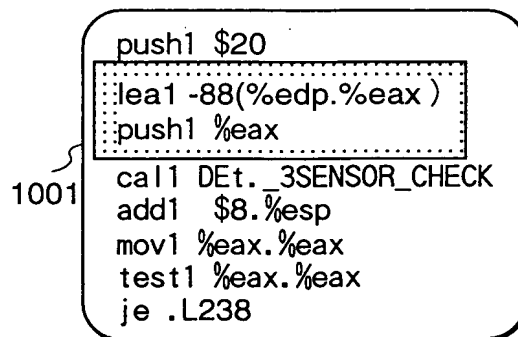


FIG. 10



(a) DYNAMIC GEN.
NOT USED



(b) DYNAMIC GEN.
USED

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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FIG. 9

```

if (SENSOR_CHECK {
    SENSOR_UPDATE():
} else {
    VALUE=PREV_VALUE): }

```

```

SENSOR_CHECK(void) {
    :
}

```

```

SENSOR_UPDATE(void) {
    :
}

```

(a) DYNAMIC GEN.FUNCTION
NOT USED. (C LANGUAGE)

```

if (SENSOR.CHECK()) {
    SENSOR_UPDATE():
} else {
    VALUE=PRE_VALUE): }

```

```

class SENSOR{
public:
    bool CHECK():
    void UPDATE():

```

```

SENSOR::CHECK(void) {
    :
}

```

```

SENSOR::UPDATE(void) {
    :
}

```

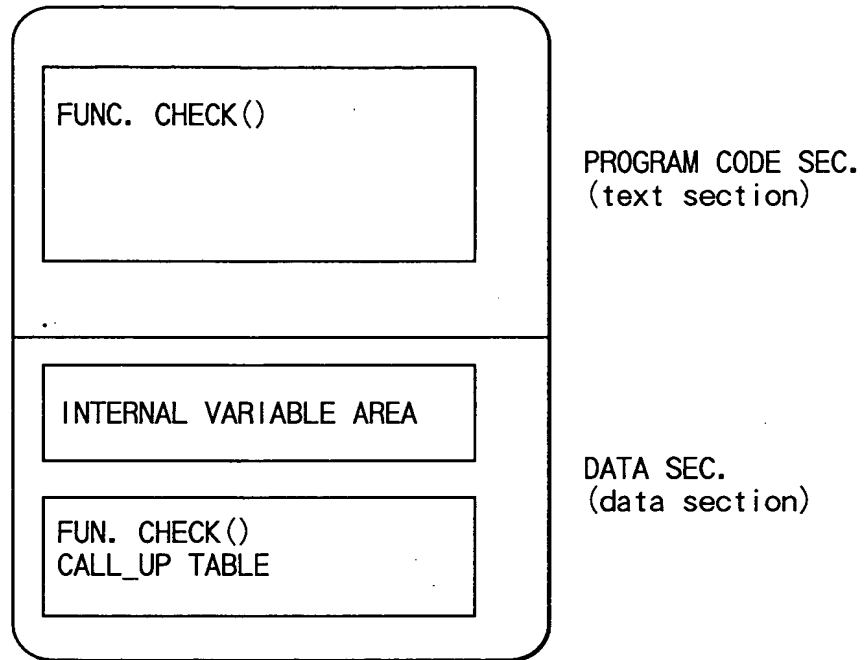
(a) DYNAMIC GEN.FUNCTION
USED. (C++LANGUAGE)

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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FIG. 11

(a) VIRTUAL FUNCT. USED



(a) VIRTUAL FUNC. NOT USED

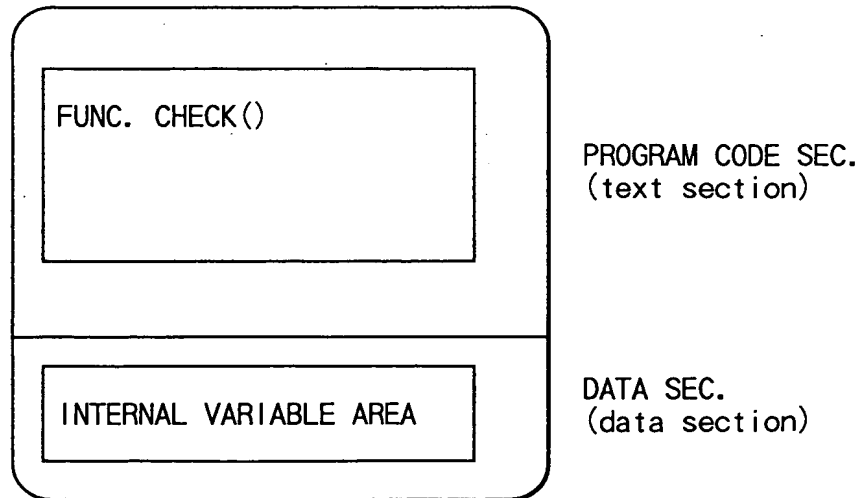


FIG. 12

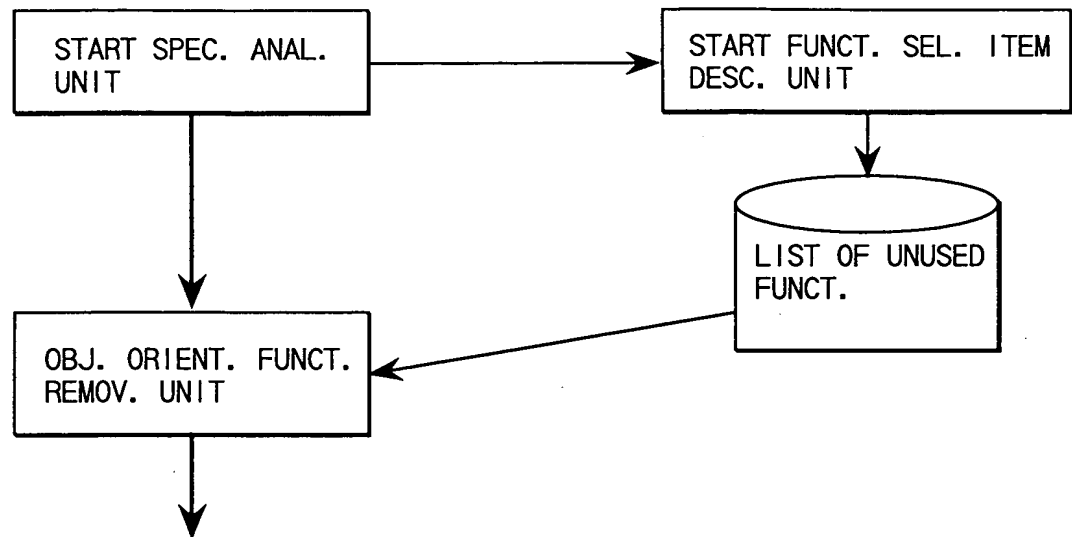


FIG. 13

FUNCT. REMOVING RULE		
RULE FOR SYSTEM A		
FUNCTION	SET - UP	
1301 DYN. GEN. OF INSTANCE	<input type="radio"/> USE	<input checked="" type="radio"/> NON USE 1303
1302 INHERITANCE	<input checked="" type="radio"/> USE	<input type="radio"/> NON USE 1304

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

FIG. 14

FUNCTION	SET - UP
VIRTUAL FUNC.	NON USE
DYN. GEN. OF INSTANCE	USE
	⋮

FIG. 15

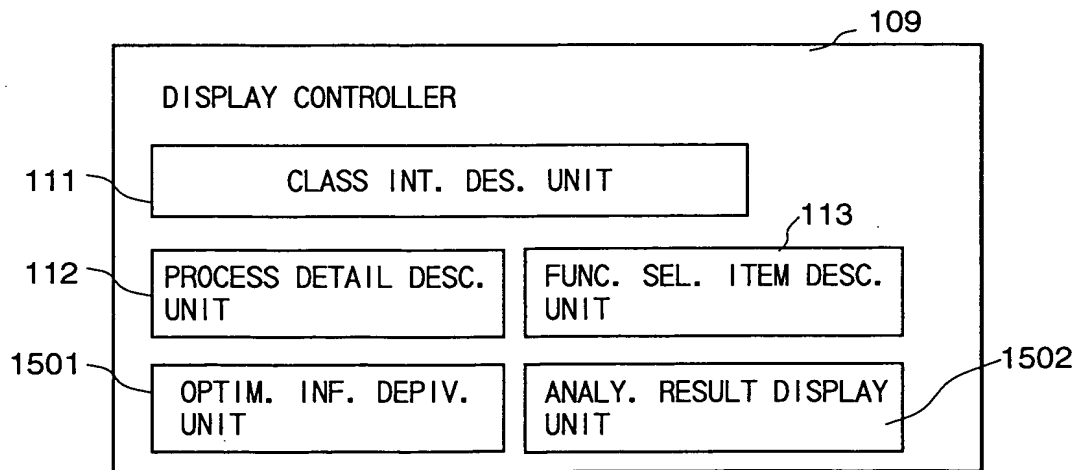
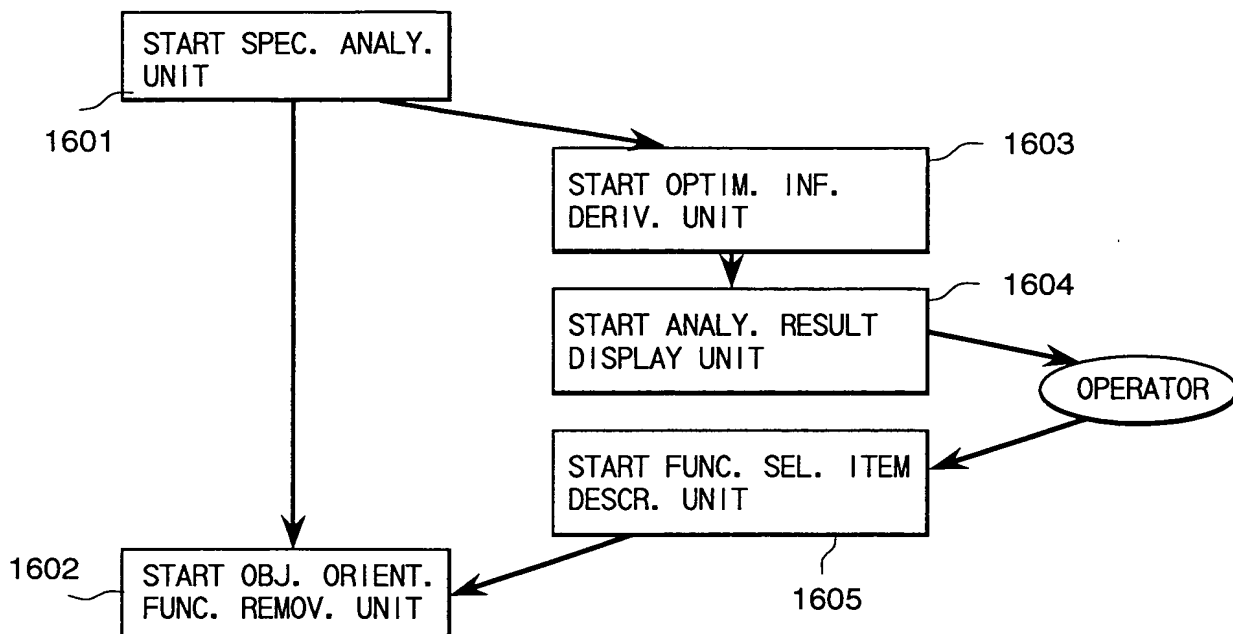


FIG. 16



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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FIG. 17

(a) ANALYSIS RESULT DISPLAY UNIT

CLASS	CLASS B	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NO	NOs. OF INSTANCES	
PA	PARENT CLASS	
CH	CHILDEN CLASS	
IN	INHERIT. METHOD USED	
	A::Meth 1()	
	A::Meth 3()	
	METHOD NOT USED	
	B::Meth 5()	

(b) USED FUNC. DESING. UNIT

OPTIMIZATION RULE		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FUNCTION	SET - UP	
DYNAM. IMPLM.	<input type="radio"/> USE	<input checked="" type="radio"/> NON USE
INHERITANCE	<input type="radio"/> USE	<input checked="" type="radio"/> NON USE
	:	
ROUTINE PROCESS NAME	Get () Set () ChkStatus ()	
:	:	